```
Matrix
+ r
+ p
+ Matrix()
+ netswap()
+ getR()
+ getQ()
+ getP()
+ Matrix()
+ InvertRotationInto()
+ Matrix()
+ Matrix()
+ operator*()
            #transformation
      QuadTree
+ QuadTree()
+ ~QuadTree()
+ Render()
+ SetNeighbors()
+ Update()
+ SetTransformation()
+ GetHeight()
+ beginElement()
+ endElement()
+ getminX()
and 9 more...
+ beginElement()
+ endElement()
```